

## **AMENDMENTS TO THE CLAIMS**

The following listing of claims will replace all prior versions and listings of claims in the application.

### **LISTING OF CLAIMS**

1. (currently amended) A demonstration display method for a game machine comprising the steps of:

displaying a changing display screen on a display unit, wherein said changing display screen corresponds to a presentation pattern which is determined from among a plurality number of presentation patterns arranged in a predetermined presentation sequence in a presentation specifying table, based on predetermined conditions;

identifying a start pattern and a stationary pattern presentation sequence of said presentation pattern, based on a record of said presentation specifying table corresponding to said presentation pattern sequence information; and

successively displaying said changing display screen on said display unit, wherein said changing display screen corresponds to each successive presentation pattern in said presentation specifying table, based on the predetermined presentation sequence.

2. (Original) A demonstration display method for a game machine as defined in claim 1, further comprising the step of displaying said changing display screen, which corresponds to one of said presentation patterns when a start signal is outputted by a game mechanism.

3. (currently amended) A demonstration display method for a game machine as defined in claim 1, further comprising the steps of:

arranging the presentation sequence of the presentation specifying table using the sequence information where a plurality of records, in which said presentation pattern for demonstratively displaying said changing display screens is registered so as to be specifiable, are registered in accordance with said a user defined demonstrating sequence;

successively displaying said changing display screen starting from a corresponding to the presentation pattern specified by any designated from one of the plurality of presentation patterns records.

4. (currently amended) A demonstration display method for a game machine as defined in claim 1, further comprising the steps of

displaying a presentation pattern, which is designated by displaying said start pattern designation information where the pattern to be displayed at a start of the display of the changing display screen for each of said presentation patterns within said sequence information at the start of said display of said display screen; and by displaying a said stationary pattern at an end of the display of the changing display screen, which is designated by a last pattern designation information where the pattern to be displayed last of said display screen for each of said presentation patterns within said sequence information at the last of said display screen.

5. (currently amended) A game machine for a demonstration comprising:

a display unit that displays a changing display screen ~~on a display unit~~, wherein said changing display screen corresponds to a presentation pattern that is determined based on predetermined conditions from among a ~~number~~ plurality of presentation patterns;

a storage unit that stores ~~said~~ plurality of presentation patterns arranged in a predetermined presentation records sequence information, in which a ~~sequence of~~ presentation specifying table of each ~~said~~ presentation pattern is recorded; and

a control unit that makes said display unit successively display said changing display screen, wherein said changing display screen corresponds to each successive ~~said~~ presentation pattern in said, according to a ~~specified~~ presentation specifying table sequence based on the predetermined presentation sequence information.

6. (currently amended) A game machine for a demonstration as defined in claim 5, wherein when a start signal has been outputted by a game mechanism, said control unit causes said display unit to display the changing display screen corresponding to a predetermined one of said presentation patterns.

7. (currently amended) A game machine for a demonstration as defined in claim 5, wherein said storage unit stores ~~said~~ records ~~therein~~ said predetermined presentation sequence information ~~where a plurality of records, in which said presentation patterns for demonstratively displaying said changing display screens are registered so as to be specifiable, are registered~~ in accordance with said a user defined demonstrating sequence, and wherein said control unit causes said display unit to successively display

said changing display screens starting from the changing display screen corresponding to the a presentation pattern specified by any designated from one of the plurality of presentation patterns records.

8. (currently amended) A game machine for a demonstration as defined in claim 5, wherein said storage unit ~~records stores for each presentation pattern a therein start pattern designation information where a pattern to be displayed at a start of the display of said each changing display screens is designated, and a last stationary pattern designation information where a pattern to be displayed at the end last of said each changing display screen is designated, in association with each of said presentation patterns within said sequence information~~, and said control unit causes said display unit to display the pattern designated by the start pattern designation information, at the start of the display of the changing display screen, and to display the pattern designated by the last stationary pattern designation information, at the end last of the display of said changing display screen.

9. (currently amended) A demonstration display method for a game machine comprising the steps of:

~~sequentially displaying a plurality of changing display screens on a display unit, a sequence of display corresponding to wherein said changing display screen corresponds to a presentation pattern which is determined from among a plurality of predetermined presentation patterns arranged in a predetermined presentation sequence in a presentation specifying table;~~

determining if a start signal outputted by a game mechanism has been received; if said start signal has been received, sequentially displaying a presentation pattern on said plurality of changing display screens on said display unit, ~~the sequence of display~~ corresponding to a play of said game mechanism; determining if the play of said game mechanism has stopped; and if the play of said game mechanism has stopped, returning ~~the sequence of display~~ to a presentation pattern determined from among the plurality of predetermined presentation patterns based on said predetermined presentation sequence.